Dwarf People's Guard, Ftr2

Model from CHAINMAIL Set 4

MEDIUM-SIZE HUMANOID (DWARF)
Hit Dice: 2d10+6 (22 hp)
Initiative: +1
Speed: 15 ft.
AC: 18 (+1 Dex, +5 chainmail, +2 large shield)
Attacks: Battleaxe +5 melee
Damage: Battleaxe 1d8+2
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Qualities:
Dwarf traits
Shield Mate (Ex): +2 AC against melee attacks to adjacent ally; can substitute self for adjacent ally as target of melee attack
Saves: Fort +6, Ref +1, Will +1
Abilities: Str 15, Dex 12, Con 16, Int 10, Wis 13, Cha 6
Skills: Bluff +0, Climb –2, Craft (metal-working) +2, Craft (stoneworking) +2, Jump –2
Feats: Improved Bull Rush, Power Attack, Weapon Focus (battleaxe)
CR: 2

Combat Tracking for Multiple Creatures

hp: 22	**hp: 22**
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A new D&D Battle Sheet based on the models of the …

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